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THE GRUDGE GAME (197.IBC)
Spring 1907

BY SAN VICTORIOUS IN HISTORY'S FASTEST INTERSTATE POSTAL GAME
OTHER PLAYERS LAY DOWN THEIR ARMS

AUSTRIA (Lakoff)	Conceded to France.
FRANCE (Birman)	Gradually occupies possession from other players.
GERMANY (Key)	Conceded to France.
ITALY (Walker)	Conceded to France.
RUSSIA (Smythe)	Conceded to France.

In response to the "Player's Rate" in Hoosier machines #9, all the players returned to France by the Spring 1907 deadline on July 22nd. Edi Birman is therefore the winner and is to be congratulated for this victory in one of the strongest fields ever assembled. He is even more amazing about this fact, in that in spite of the strong competition, Edi has the fastest time ever, + Flat 7 months. The previous record was held by Ed Hallie playing "Big" in 1906P in Charles Reinsel's now-defunct Big Brother. Ed achieved his win in 7 months with 10 days, which still beats the now 3rd fastest win by 2 months.

I must apologize for the lateness of this issue, which is the result of my sick leave from DIPCON V. That truly memorable event will be chronicled as soon as I can get the report up of the Grogg Game in order. Although that game is now history, it has generated a lot of controversy and comment (including statements by every player that participated) that may take a month to publish all the commentary and finally lay the game to rest. To this end, I am very proud to have the game receive the Johnny Award at the DIPCON as "The Outstanding Original Diplomatic Game" of 1972.

Hopefully the next game in Heesler Archives, the Diplomacy Winner's Invitational, will be just as good, if not better. As stated in Heesler Archives #77, only multiple wins & that have ever had an OOD Rating of over 1000 qualify, so an all-star cast is guaranteed. It is hoped that the game will start next week as only one position is still vacant. So far signed up at the \$7.50 entry fee (which gives the winner a crack at a beautiful \$70.00 engraved trophy that was displayed at the DIPCON) are Beyerlein, Birsan, Lakoffa, McGilton, Ver Ploeg, and Froznite. This game will include all the features of the Grudge Cup, such as a press release war, a running analysis by Rick Brecks, and miscellaneous commentry.

And now, to the ghost of the Grudge Game.

ANALYSIS (Fall/Winter 1906): Rick Banks (R.R. 1, Box 167, Room 1, Indiana 45721)
1906-07, p. 6, 1906.

France has Kiel whenever he cares to take it, probably by moving FA Ruhr to FF North Sea to Norway, FF Edinburgh to Norwegian Sea, FF Sweden to Bothnia and FA Denmark to take Norway in the fall. FA Finland to Norway and FA Livonia to St. Petersburg will block Norway in the spring and put two Russian units on it in the fall. But Russia will not let FF Norwegian, FF North Sea and FA Sweden to take Norway with, not to mention FF Germany or get possible support from FA St. Petersburg. But Russia is unlikely to bother France in the removing FF Norway and FF Norwegian.

If FF North Sea takes Norway in the spring, France will have two units on St. Petersburg in the fall. However, since they will be fleets off different coasts, France will have to be in position to convoy in FA Sweden without risk of losing Sweden. This would be a possibility if FA Finland falls back to St. Petersburg in the spring.

FA Prussia to Livonia, FA Silesia (S) GA Warsaw and GA Bohemia to Galicia will hold back and follow up any Russian units falling back on the flanks. FA Munich to Tyrolia will at least block it.

But the seven that will win the game (Russia has already occupied Norway by the time of) are in the south: FF Western Mediterranean to North Africa, FF Lyon to Western Mediterranean, FF Marseilles to Lyon and FF Brest to Mid-Atlantic cannot be blocked. Then FF North Africa (S) FF Western Mediterranean to Tunis, FF Mid-Atlantic to Western Mediterranean, and FF Lyon to Tyrrhenian will take Tunis even if Italy moves into Tunis and the Tyrrhenian. FA Tuscany (S) FA Venice to Rome probably won't go, but Venice can't be lost unless Italy and Austria work together—which is a little doubtful.

So it makes sense to play things out. For those who worry about order of finishe, Italy can't finish lower than Russia unless he gets careless. It is interesting to note that Germany's apparent playing for survival and Italy playing for second have gotten France an early win. If both had stood up to him, he might have lost. Contrary to Walker's analysis, I feel that Russia would have been sensible enough to help Germany try to stall French expansion. As far as I'm concerned, Gene Prosnitz is the only player in this game that hasn't lowered himself in my esteem.

THE ULTIMATE REGRUDGING: PART IV

VIENNA (10 April 1907): Since everyone is playing confession in this game, I may as well add my two cents.

My opening game plan was to form an eastern coalition to destroy Turkey and, at the same time, prevent Russia from growing too strong above me. To that end, I fed Prosnitz the information on the early Russian northern campaign, stopping him from attacking Birsan right off. Such a move by England would have made Smythe the potential super power instead of Birsan. With Smythe right next to me, I did not care for that alternative.

I quickly signed a three-year peace treaty with Walker and went off to do battle with Tretick. In the west, no clear pattern was forming so all seemed to be going well. Tretick was beginning to falter but Walker's futile Lepanto opening was gaining no ground at all. Red insisted on outguessing instead of just bludgeoning the Turk! Meanwhile, Smythe got the brilliant idea of a four-way alliance versus me. Why me, I cried as I was negotiated out of position for the stab. They came from everywhere! Germany, Italy, Russia and Turkey, but only Smythe had any heart for the stab! Walker was very confused and was easily talked into continued fighting with Tretick (old feuds die hard, right, Red?). At that point, I offered Tretick Sevastopol, Romania and Moscow and he hit right into Smythe's rear end—cackle! John was livid and a renegotiation of the entente versus Tretick was child's play. But I didn't forget the stab Smythe dealt me!

In the west England had collapsed from heat prostration, commonly called vendetta. Key began to play an even more wishy-washy game than he had in the first few years and the stab (or shall we say take-over) came as no real surprise. Key negotiated ZERO words to me, regardless of my letters and thus he cast the die for the rise of the French super power while the east was still in a turmoil.

At this late date, just as we begin to re-align to fight the western giant, Walker starts

THE 11 MAY ISSUE: The Czar and his sister had been in the Crimea since last July, now it is time to return.

SHIRTLESS. Amurans are the victim of one alien after another. The east, you cannot blame us for that because of getting foolishness by both Walker and Smythe. It is the same old story with every nation.

AS FOR THESE LAST FEW SEASONS--it is my turn to get back at the two scoundrels. Walker closed the Southern's position wide open and the Berlin down there was almost futile. I tried to talk to the dealers with them. I could do little to influence the game's direction as I am constantly bringing back-soldiered types every few seasons so that I'll happily help others win. Walker and Smythe don't have a star coming after their simple play.

So here's to you Red! Life's getting to get you past?

REGRUDGINGS

TRIESTE (14 May 1907): The French Flying mounted assault in the harbor, now despatched in human form. Far away in Bulgaria the Southern wing of the Flying also began a voyage to the sea. "The Italian shall not stop up both--I shall have my revenge," croaked Crown Prince Leopold as he stood in his dark uniform with gold epaulets, viewing the life rubble and a "no."

But back the Southern Mediterranean persons quaked in fear of this deadliness. "I am a fellow," said the Devil in hell, "Only the 'Black Party' will pleasure in the upcoming fight." "I have prepared a meal of grits, hog back cider and black-eyed peas. "We never eat prawns," shows he just don't think sweet wine!" said the Canova Sisters.

BUDAPEST (15 May 1907): Wall, Walker stabbed me, then he stabbed Beyerlein. Can you get at anyone else, Red?

EDINBURGH (14 April 1907): For all the talk of give away, defaulted game and what not the facts remain that anyone playing France with any kind of skill would have taken every opportunity to secure the victory that I have. There isn't a player in this game that would not and very likely has not accepted surrenders such as Prezelitz's or Key's agreeing to become part of the French forces in exchange for survival.

NORTH AFRICA (20 April 1907): The forces of Mafioso Kingpin Erbales II has passed this way in their path to the break up congress of Tunis. Whether this is a feint to cover the second assault on Rome within our years is yet to be determined, but people close to the Kingpin have been reported to have said that Pope John has visited the Mafioso several nights in order to present the family jewels with enough grace so as to have the Vatican spared a second raping.

PARIS (15 May 1907): At the majestic gambling house of the Tigre Salient, M. Lorry, odds were published on the chances for the Caped Crusader to escape the contract placed on him/her by Mademoiselle Durante. Odds have been officially posted at 97.5 to 1 in favor of the Contract being fulfilled.

NEW DIEGO (VIA PARIS) (15 May 1907): Found in a back alley brothel, the one-time Caped Crusader has witnessed an extraordinary change in his life since being captured by 12 rhinos to meet (from both ends they ravaged the ex-crusader). Reports that Caped Crusader is now an appointed head of the Parisian zoo for well-endowed animals now seem to have some validity.

PARIS (NASHVILLE RELEASE) (17 May 1907): By the grace of God and the right holy spirit of Christianity, the Imperial House of the Reign has called for the abdication of Pope John III and the support by all peoples of the new Pope Hadrian the Seventh from Avignon. In a plea to the return to a more Picus Period, the Earl of New France (Germany), M. Jeffri, called for "Unity in principle, deed and faith in order to destroy the sinful leader of the Vatican."

EDINBURGH (IDE RELEASE) (25 May 1907): The Lords of Denmark and Scotland have gathered for the momentous decisions that must follow the final stage of the Norman conquest of Western Europe. So far it appears that a new Viking republic is about to be formed in conjunction with the Franks-Normans to control Northern Europe while a theocracy of unknown character takes command of the Mediterranean regions. In the central European plain, Germany is to be broken up into three sections: Ruhr and Kiel to form the Western Urban kingdom with Munich, Silesia and Bohemia as the Southern Tier and Berlin, Prussia and Warsaw the Eastern Agricultural Democracy.

HITT AL-CUSHER (VIA COW PASTURES): Tune in next week for the exciting conclusion of this outstanding serial! Be prepared to gasp as you learn the author of this anonymous work! Meet the winner of the Name-the-Author Contest! All this and more press in the next issue!

Due to our great focus on continuing originals, reprinting our fanzine archive is only about every 10 issues. The article below is what we could call a "fresh reprint" of... It was submitted to Don Turnbull and me simultaneously with first rights going to One One has now published it in Albion #38 of 1 June. Here goes. Many thanks, Red.

ONE-SHOT DIPLOMACY

by Red Walker

In fan circles, a "one-shot" means a fanzine which is produced in one unique issue, as opposed to a continuing series, such as Albion, Erebos, Greystark, or Hosler Archives. To be completely precise, a one-shot reports the doings of a group of fans at a meeting, convention, or convention, and is produced through the cooperative efforts of some or all of them.

This terminology has been taken over in postal Diplomacy, too, although its meaning is slightly modified. Generally speaking, a one-shot is (a) a single 'zine produced for a special purpose, (b) a single 'zine intended to be the first of a series but for which there were no follow-ups, or (c) a single 'zine designed to report a face-to-face game. It is this last type, which is of the most importance and greatest interest, which I am discussing.

The first such one-shot was The Grand Fenwick Gazette, produced in 1969 by two North Carolina fans and reporting a 4-man game between them. Not only were the moves of the game reported, but also thoughts of the players which they wrote at the time, and an analysis of the game over-all. The 'zine is thus a valuable document, relating a game and what went on to it.

This kind of document is very important, especially now that Diplomacy is spreading widely and rapidly. Many new players are anxious to see an entire game played out, perhaps hurriedly with commentary. They can get this by buying a complete run of a 'zine for a game, but that is usually expensive and some issues in the run may be out of print. More cheaply and easily, they can buy one-shots.

Unfortunately, one-shots are not readily available everywhere. Most publishers do not produce them. I have, however, made the production of one-shots one of my primary concerns, and over the years have put out several: Grand Fenwick Gazette Number Two, Grand Fenwick Gazette Number Three, Quarmall, Osgiliath, and Sandwich Island are all one-shots reproducing various games (Quarmall's game is a sort of variant: the 1953 prototype of Diplomacy and the rules, the map and rules). Another 'zine, as yet unnamed, is in the works; it reports a recently played 6-man game (no Italy). Each 'zine reproduces all the moves of a full game, together with a supply-center chart and player summary. Some sort of analysis is included: either remarks made by the players during the game, or GM analysis, or both. The idea is to create a product which the reader can both learn from and enjoy. If he wishes, he can set up a game board and follow the entire game through.

It is my hope by writing this article, to encourage more one-shots. I will be happy to purchase, or trade for, any one-shot produced by anyone, so please contact me (at 1779 Felton St., San Diego, Calif. 92116) if you do one.

Well, how is it done? It seems simple at first, but it isn't. Over the years, I have developed a technique which works very well. The remainder of this article will be devoted to describing that technique.

First of all, you must be very well organized. The typical kind of loose-ended Diplomacy game we all play will not do. It is almost essential to have a separate Gamesmaster. Not entirely, though: the last game, which I'll publish soon, had no GM. I played England and managed not only to keep track of things, but to win as well. But I wouldn't recommend this sort of dual role: it's too nerve-wracking.

The role of GM is pivotal. It is a good idea for him to be the one who is going to publish the game eventually. He must insure that all orders are written on standard-sized pieces of paper (I have found 3 x 5 file cards or blank computer punch cards to be the best bet). With his orders (which indicate country, game-year, and season), the player is encouraged to write comments about what he thinks is going on, what he is trying to do, why he made certain key moves, and so on. The GM collects the orders for each season separately and bands or clips them together and files them away. The comments written by the players are for his eyes alone and are never read or shown to others. Later on, the publisher can publish the comments for each season with the adjudicated orders. He should edit them carefully, however,

Some players will be selected with the urge to prize accuracy, and any related attack will not be nothing to underestimate. The game should be difficult.

In addition, the GM maintains two supply center charts. One is the standard numbered chart. The other is a separate chart by name for each country. You begin by listing some centers. Centers gained are then added to the chart, with the date, and losses are also indicated. This will help, believe me, in keeping builds and removals straight. Here is a sample of what I mean by this sort of chart:

FRANCE:	ESP	MAR	PAR	SPA	FOR	PER	BRE	MUR	BEL
	02			01	01	02	03	04	06

This chart shows that France gained Spain, Portugal, and Belgium in 1901, and built in 1902, however, he lost Brest and Belgium. In 1903, he regained Brest. In 1904 he regained Belgium and in addition captured Munich. Note that gain is listed left and the date lost is below right (and the center is crossed off).

In this kind of game, the players must of course know beforehand when the game will be published. Their cooperation must be obtained: they must clearly date each set of orders, and they must give an order (even if only "H") to each unit (it would take confusion). The create, builds, and remove is must be clearly and separately indicated, even more so since unnecessary in a face-to-face game (e.g., only one unit needs to appear, there is only one player building this season, or whatever). The more complete the orders are, the easier the publisher will find it. If the CH has time, he should use a bright color (e.g., red, orange) to underline orders which fall.

When I have commentary from the players, I usually follow this sequence: first I print the player comments for the season, then I print the orders, then I print a short GM comment on what happened. This will carry the reader along in logical sequence and allow him to derive maximum benefit from the game.

If at all possible, strict time limits should be observed. This will make sure that the game has a chance of being completed before the players get tired or have to leave. If the game drags, you may wind up having to publish an incomplete game, which is much less satisfying to the reader.

When you are all done, judicious editing and maximum use of abbreviations and symbols should allow you to get a complete game in 8 to 10 pages (4 to 5 sheets printed both sides); this includes moves, supply center lists each fall, commentary, supply center chart, and a short introduction on how the game came to be played, player list, and closing summary. The 4-5 sheets is important because that will keep you under 1 ounce.

Ordinarily, as a courtesy, a copy is sent to each of the players. The rest can be sold. Considering the time and effort you have invested, \$5.00 sounds to me a fair price. My usual run of such 'zines is 50. Don't expect a run on the 'zines, though; even with fairly extensive advertising among novices, I sell only 2 or 3 a month, so that a stock of 50 will last you quite some time.

Copies of the one-shots I have produced are \$5.00 each. Again, I hope that anyone who produces a one-shot will let me know because I will certainly want to trade for or purchase a copy. Also, I will be happy to answer further questions about this somewhat off-beat aspect of our hobby.

THE CALHAMER POINT COUNT RATING LIST BY COUNTRY

Germany

1.500	Hal Nass	1.000	Bud Pendergrass	.450	Dave Johnson
1.200	Mehran Thomson		Jerry Pournelle	.333	Robert Hudelson
	Rod Walker		Lew Pulsipher		
1.167	Andy Phillips		George Schelz	.250	Chuck Carey
1.000	Ken Berecki		Buddy Tretick		Ed Halle
	Mike Goldstein		Monte Zelazny		Terry Much
	John Koning	.500	Frank Clark	.200	Peter Rosemilia
	Dave Lindsay		James Latimer		James White